

B1
wherein the racing field comprises a plurality of field regions concurrently existing on said board in which the running model runs based on a current ability parameter, in accordance with the respective field regions.

A2 Sub B3
Claim 5. (Amended) The game system of claim 1, wherein a passageway is formed between the plurality of concurrently existing field regions so that the running model can enter and exit, and the same running model can run on races on the plurality of field regions.

A3 Sub B5
Claim 8. (Amended) A game system, comprising:
a racing field formed on a predetermined board; and
a running model, to which an inherent ability parameter varying in accordance with a given environment is assigned, caused to run a race on the racing field,
wherein the racing field comprises a plurality of field regions concurrently existing on said board which provide the running model with variable factors of the ability parameter, the variable factors differing in accordance with running of the running model in the respective field regions.

A4 Sub B7
Claim 15. (Amended) A game system, comprising:
a racing field formed on a predetermined board; and
a plurality of running models, to each of which an inherent ability parameter varying in accordance with a given environment is assigned, caused to run a race on the racing field,
wherein the racing field comprises a plurality of field regions concurrently presented on said board in which each of the running models runs based on a current ability parameter in accordance with the respective field regions, whereby each of the running models is provided with variable factors of the ability parameter, the variable factors differing in accordance with running of each of the running models.
